

## Summary

In our class, Design Tools and Processes (IMED 225), our group's semester project was to design and create a Wikia page. The topic we chose was "video game glitches," so basically we wanted to create a fan encyclopedia page with a large list of video game glitches throughout their 40 year history. Of course, this is not a comprehensive list, but the benefit of a Wikia page is that the public can edit and add entries as they please, growing our entry list over time.

The majority of the semester was dedicated to designing the experience we wanted our visitors to have, and what we wanted the site to look like. Using various research & design methods, we were able to form the experience we wanted and created some visual prototypes to showcase the three main branches of our site. Currently, we are working on implementing our final Wikia site designs on the Wikia.com website.

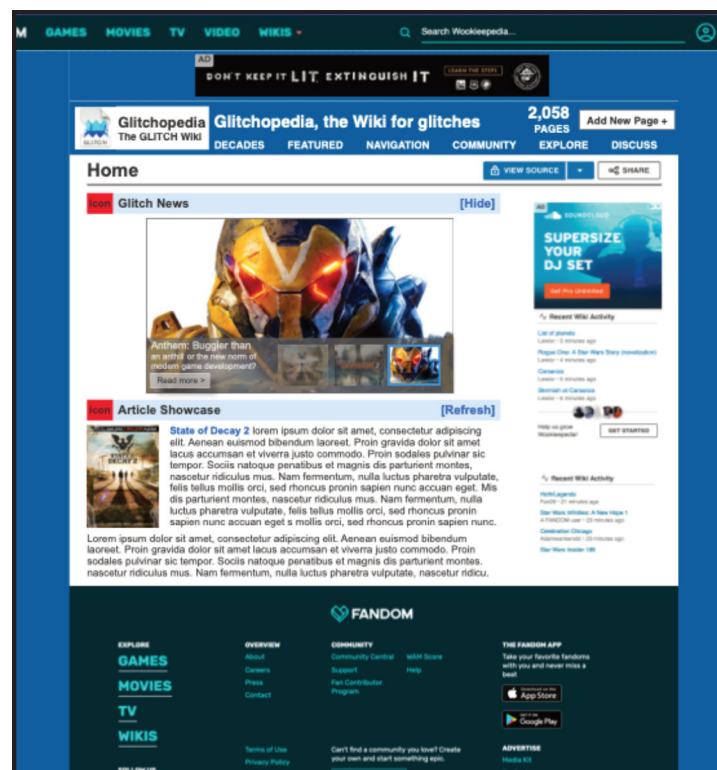
## Questions

How do we make a Wikia site? Where do we start? How do we figure out what people actually want from a Wikia site? Throughout the semester, we gradually listed out and addressed these questions to figure out what exactly we needed to do to make sure we stayed on track and delivered a strong, complete product.



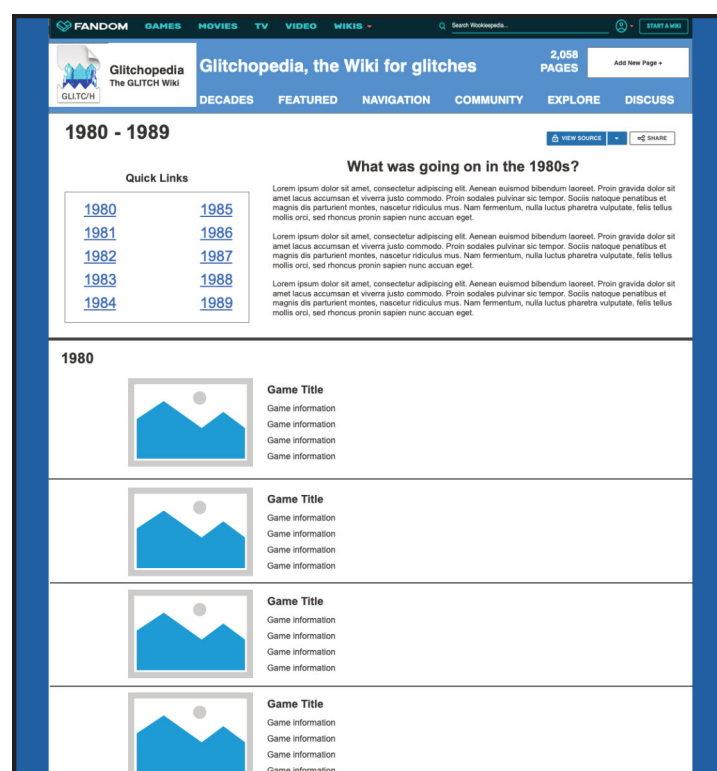
# Designing a Wikia Fandom Page

Below are our digital prototypes, created in Axure RP 8. Each of us designed one of the pages, and based them off of some references we sourced from the Star Wars Wookieepedia Wikia site. Our three page prototypes (Home, Decades, and Game) reflect the three major branches of our site, which will be repeated many times, but with different content in them. The format and flow of our pages is seen below.



### Page 1: Home Page

The launch page of the website, where users can access entries on the site, our navigation bar, and more. A rotating carousel of images links users to featured articles on the site. From here, users can also select a Decade of games (i.e. 1980-89), which will take them to our second page design: the Decade page.



### Page 2: Decade Page

The Decade Page is a list of year subcategories that in turn contain a list of games released in that year. As more entries are added to the site, this list will only get larger, so the addition of a search bar on the header will make it easier for users to find what they're looking for. Each entry will have the game's cover art, its developer and publisher, and release dates. From here, users can select a game and be taken to our third page design: the Game Page.



### Page 3: Game Page

As the core element of our site, the Game page features what users really came for: glitches. On this page, users can find glitches sorted by user-generated tags as well as an overview of the game. Each glitch entry on this page will have information along the lines of: how it can be activated and solved, video or text description of it occurring, and perhaps a reason for why it appeared in the game in the first place.

## Materials

- Universal methods of design: 100 ways to research complex problems, develop innovative ideas, and design effective solutions. (Hanington, B., & Martin, B. (2012)): used as a resource for design methods that could aid us with planning, research, prototyping, implementation, evaluation, etc.

- Google Docs: to manage our design document and work collaboratively

- Large-scale lined paper + Expo marker: for creating a "graffiti board" poll for students at HU to give us information that aided our research

- Axure RP 8: a design program we used to create our final digital prototype.

- Wikia.com: for tutorials and design references as we moved into the prototyping and implementation phases

## Methods

1) Planning out our project, and what we needed to research and how we wanted to conduct our research

2) Researching our topic using our "graffiti wall" (a blank paper in a public area through which the public can contribute their thoughts to our project

3) Using data gained from our research, we created Prototypes using paper and digital methods (digital ones shown on the left)

4) Our next step is to create our site on Wikia.com, using our prototypes and user feedback as guides

## IMED Cast & Crew

Project by Interactive Media students:

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*Special thanks to our professor, Dr. Sa Liu, and our Harrisburg University family*